

## ngl::SceneSystem

- + SceneSystem()
- + ~SceneSystem()
- + Render()
- + Tick()
- + GetScene()
- + GetPreviousScene()
- + GetCurrentScene()
- + AddScene()
- + RequestSceneChange()
- + AddSceneController()
- + RemoveSceneController()
- + GetSceneController()
- + GetWindow()